

DOE CBNP TRANSPORT & FATE







Argonne Lawrence Berkeley Livermore Los Alamos Pacific Northwest Sandia

LA-UR-xxxx



THE MULTI-SCALE MODELING APPROACH



- The airflow and dispersion problem in CBNP applications involve three spatial scales:
 - (1) Single to few building scale (few kilometers, minutes)

Individual buildings are explicitly resolved

(2) Many building scale (tens of kilometers, few hours)

Clusters of buildings are represented but not individual buildings

(3) Urban scales (> 100 kilometers, many hours)

Buildings cannot be resolved and must be parameterized

 Customized models with appropriate scale-dependent physics are used for each scale and data is transferred between the scales



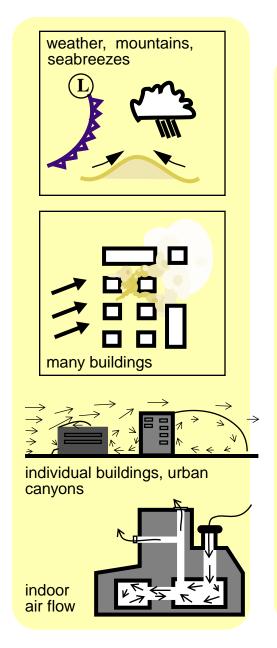


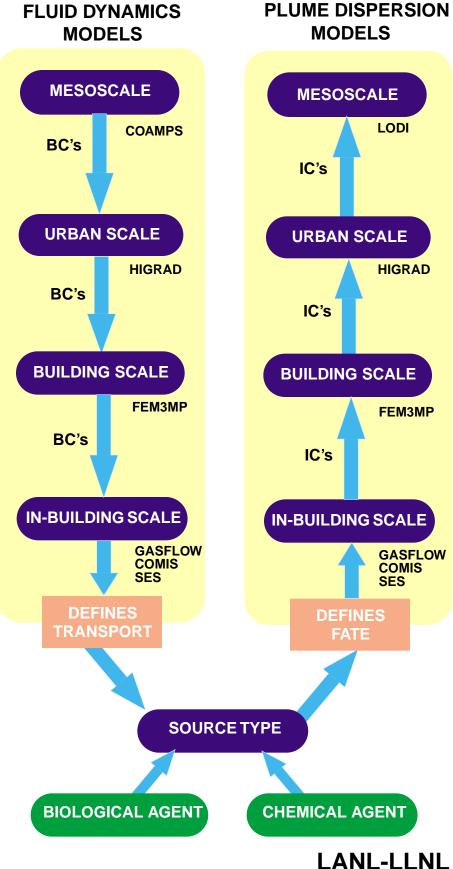


- Few building scale FEMCB/MP (developed at LLNL)
 Typical grid resolution for CBNP applications: 1 m 10 m
- Many building scale HIGRAD (developed at LANL)
 Typical grid resolution for CBNP applications: 10 m 100 m
- Urban/Regional scale COAMPS (developed at NRL)
 Typical grid resolution for CBNP applications: > 1 km



DOE CBNP Multi-scale Modeling



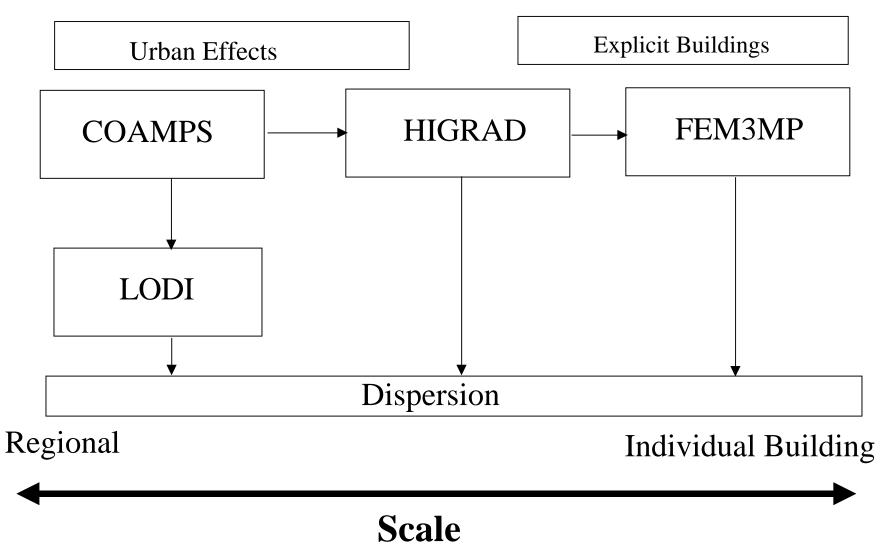




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The integrated multi-scale modeling approach





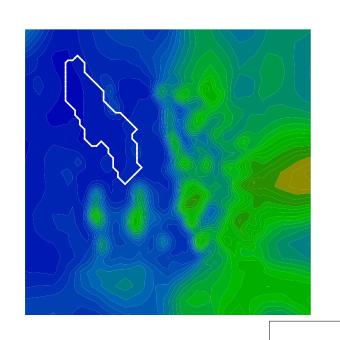


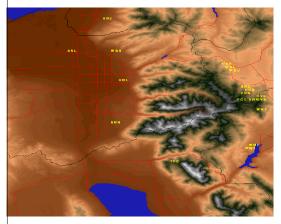
The scales of the models overlap

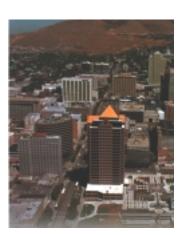




FEM3MP







HIGRAD

Regional

Scale

Individual Building

Testing the Urban Parameterization: COAMPS simulations of a hypothetical city

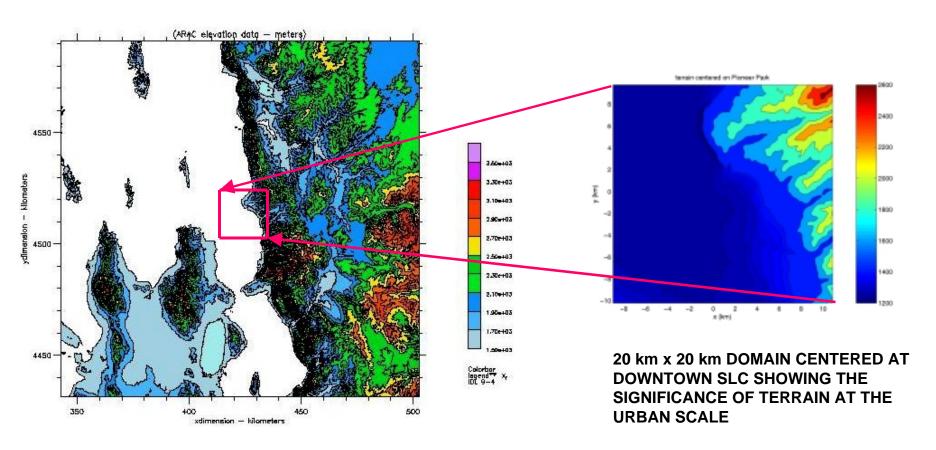
- 36 hour forecasts with and without the urban parameterization
- Initial conditions from NOGAPS, Dec 7 1999 at 1200 GMT (0500 MST)
- Three nests centered at Salt Lake City (40.78N, 111.888W), $\Delta x=36,12 \& 4 \text{ km}$
- Salt Lake City is represented as an idealized city
- The results are used to drive the dispersion model, LODI
- The results are also given to HIGRAD and FEM3MP teams for them to derive IC

Urban Canopy Effects turbulence production radiation attenuation drag canopy heating & cooling anthropogenic radiation heating urban thermal trapping properties



TERRAIN IS IMPORTANT AT URBAN SCALE



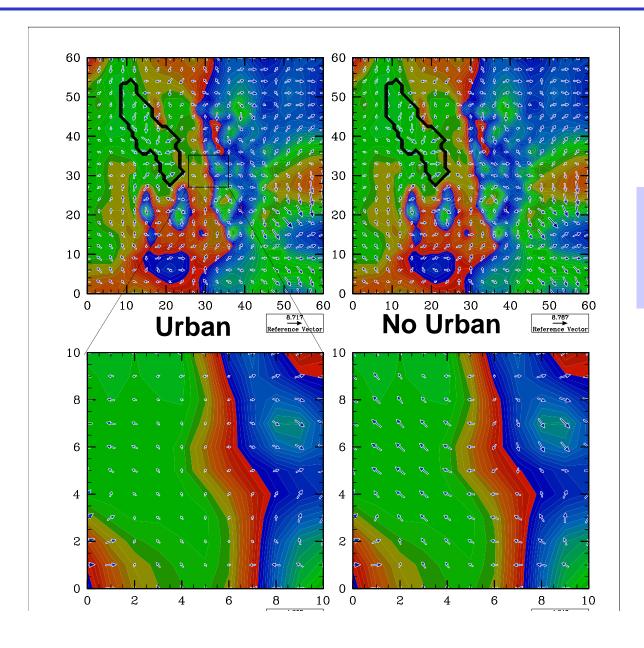


TERRAIN AROUND SALT LAKE CITY AREA



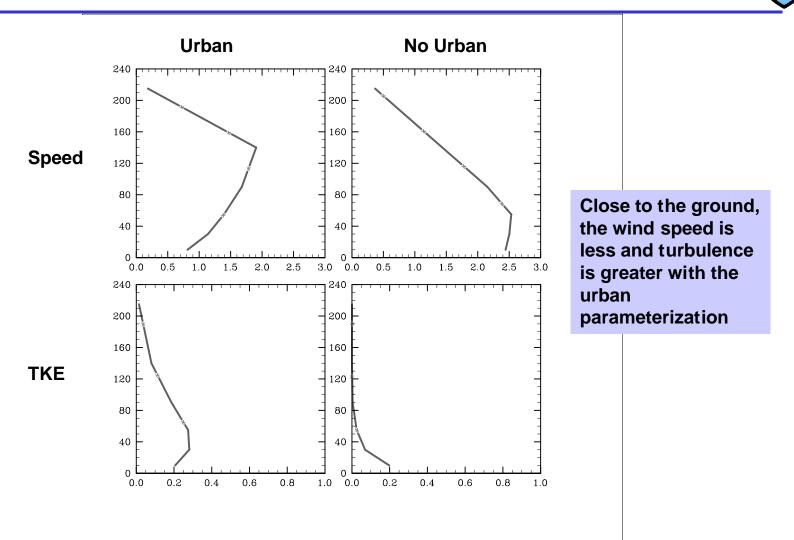
The urban area modifies the transport winds





The Urban area disrupts the drainage flow

The effects of the urban area are evident in the wind and turbulence profiles

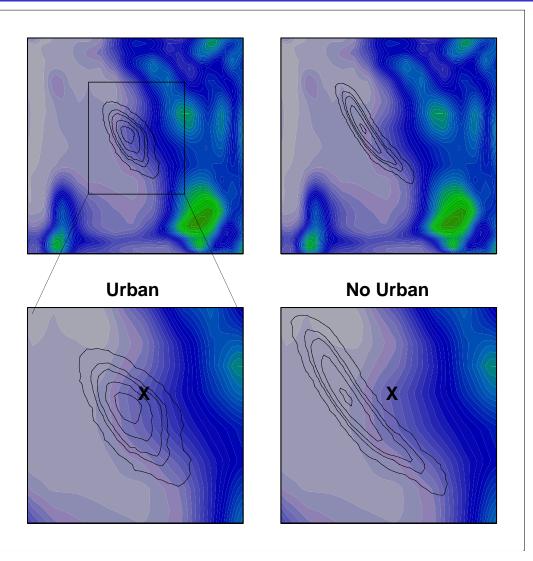




Changes in the wind speed and pattern and turbulence level alter agent dispersion



Concentration at 3 hours









- Computational Fluid Dynamics (CFD) code with meteorological framework
- Finite difference approach with terrain-following coordinates
- 2nd order numerics in space and time (MPDATA advection scheme)
- Computes on ASCI's massively parallel platforms & Beowulf clusters
- Current model physics:
 - Neutral (chem-bio) agents
 - Full radiation model
 - Surface heating and shading
 - Precipitation microphysics
 - LES turbulence model (Smagorinsky and tke)



Modeling and Prediction: The Many-Building Problem

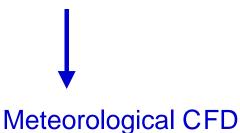


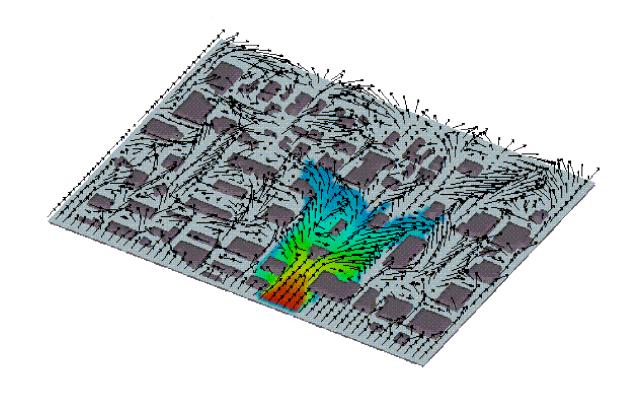
HIGRAD

High-gradient, advanced numerics 3D CFD code
 flow fields around obstacles and sharp corners

Engineering CFD

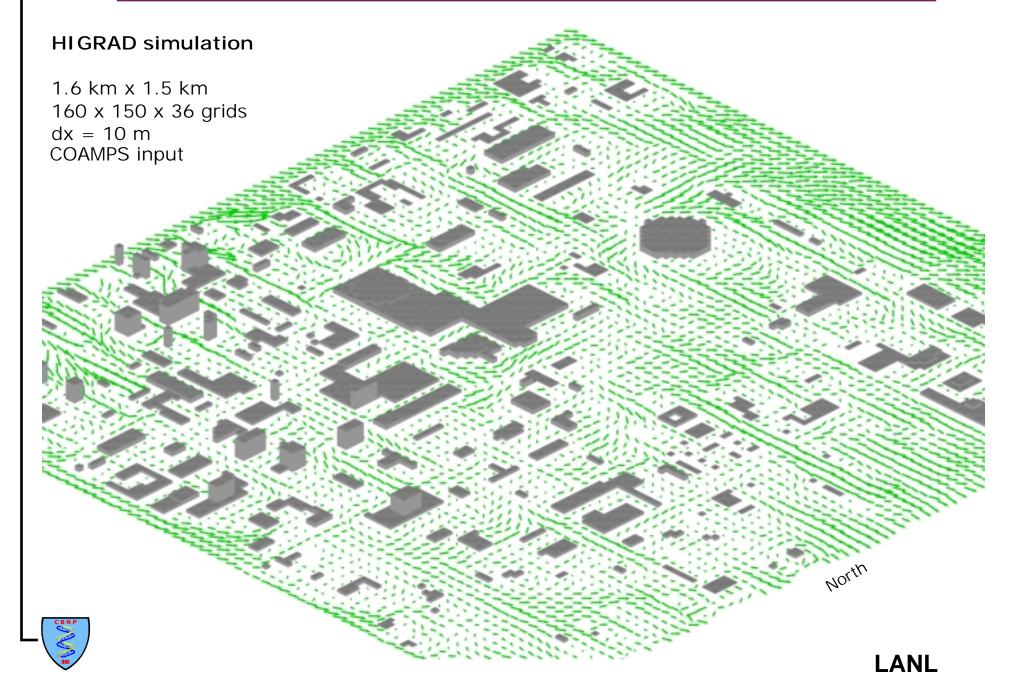
- + radiation ✓
- + land use
- + soil moisture
- +





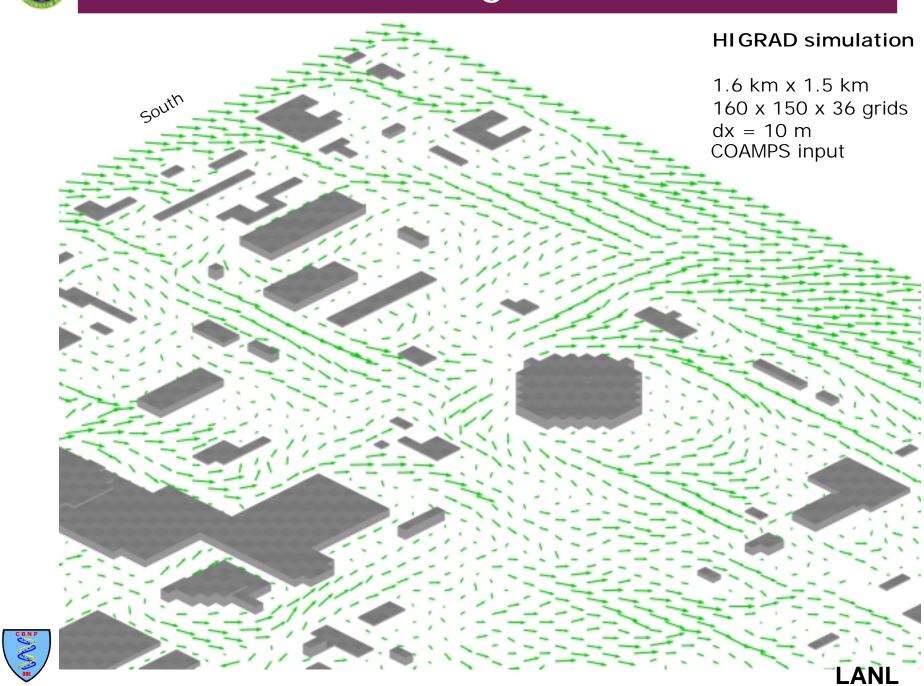


Multi-Scale Modeling



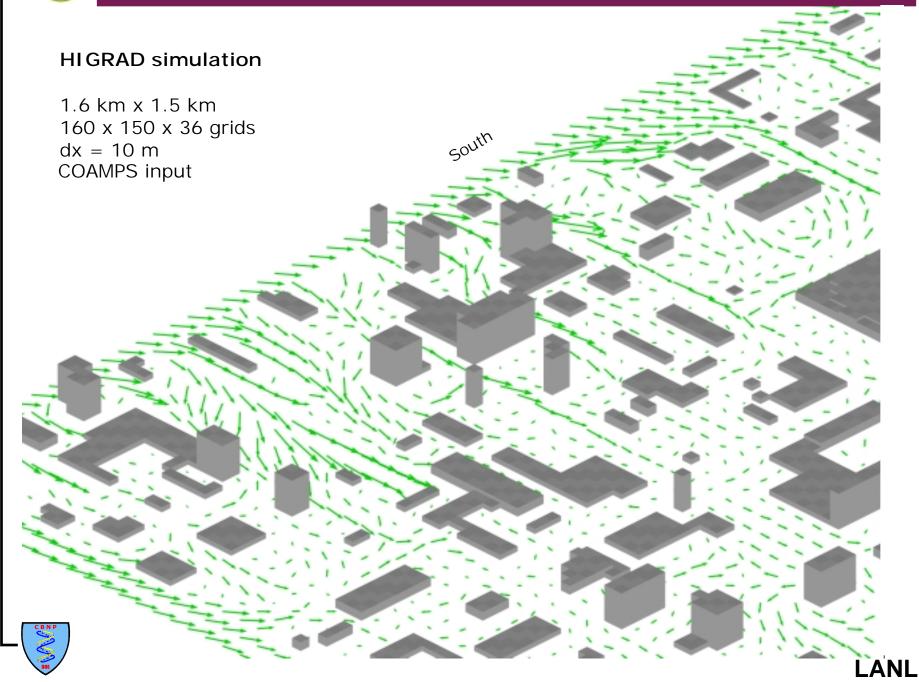


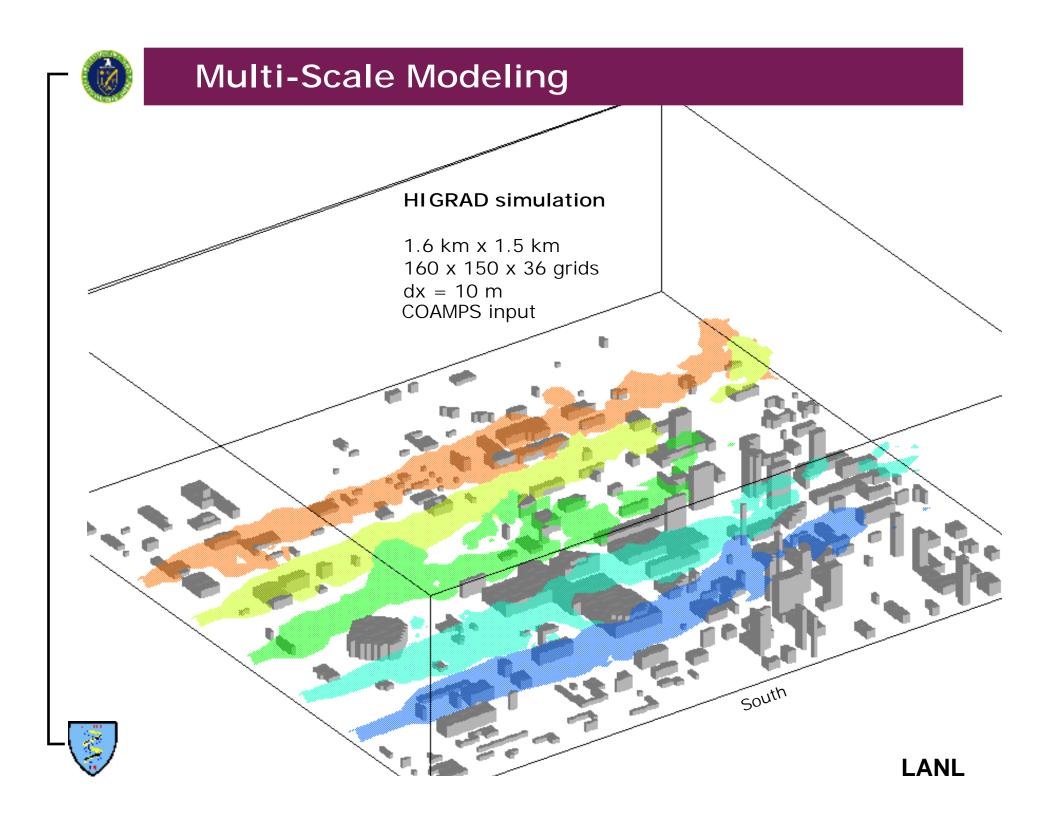
Multi-Scale Modeling





Multi-Scale Modeling



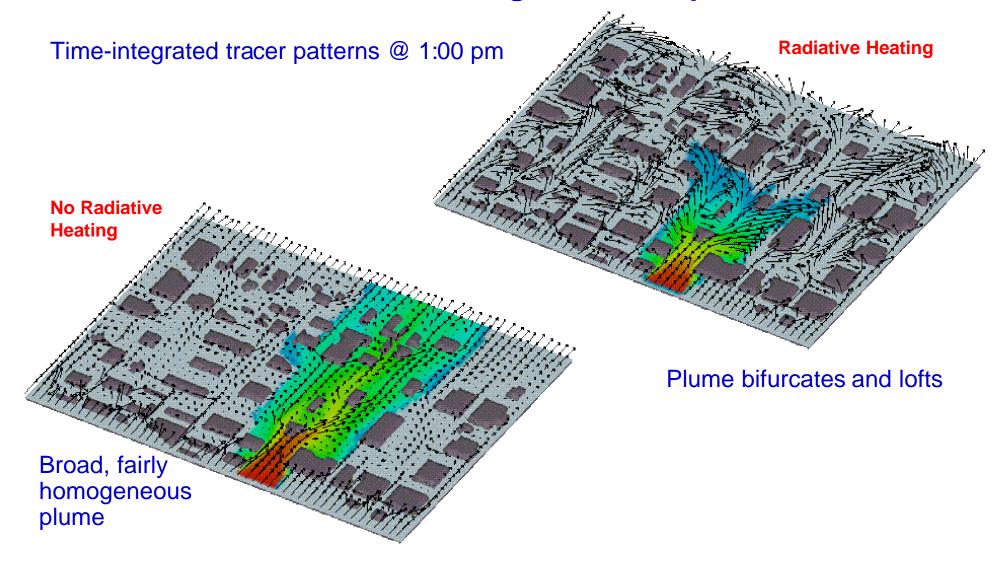




Modeling and Prediction: The Many-Building Problem



Radiative Heating and Transport





Modeling and Prediction: The Many-Building Problem



Radiative Heating and Transport

Time-integrated tracer patterns @ 1:00 pm

Radiative Heating

No Radiative Heating



Broad, fairly homogeneous, low-lying plume

Plume bifurcates and lofts



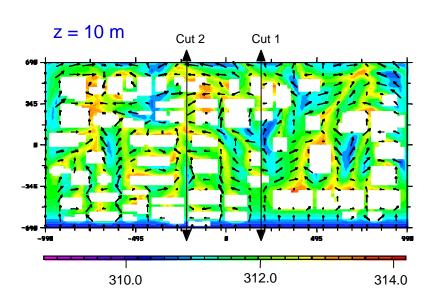


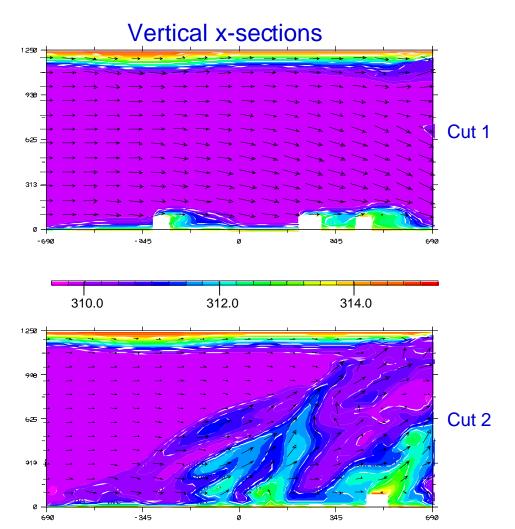
Modeling and Prediction: The Many-Building Problem



Implementation of Radiation Package

Potential Temperature @ 1:00 pm











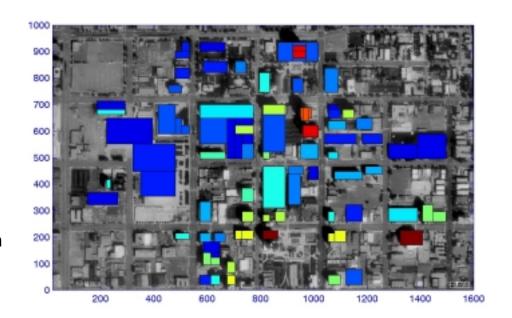
- Computational Fluid Dynamics (CFD) code based on the finite element approach
- Flexible grid system capability including variable resolution, distorted meshes and explicit representation of terrain
- Capability of resolving individual buildings in great detail or few buildings at varying resolutions
- Computes on ASCI's massively parallel platforms
- Current model physics:
 - Neutral (chem-bio) or heavier-than-air (chemical) agents
 - Aerosol physics
 - Surface heating and shading
 - Tree canopy parameterization
 - Reynolds-averaged (RANS) and Large Eddy Simulation (LES) turbulence models
 - First order UV degradation submodel



SIMULATIONS OF FLOW AND DISPERSION AROUND CBNP FIELD OBSERVATION AREA



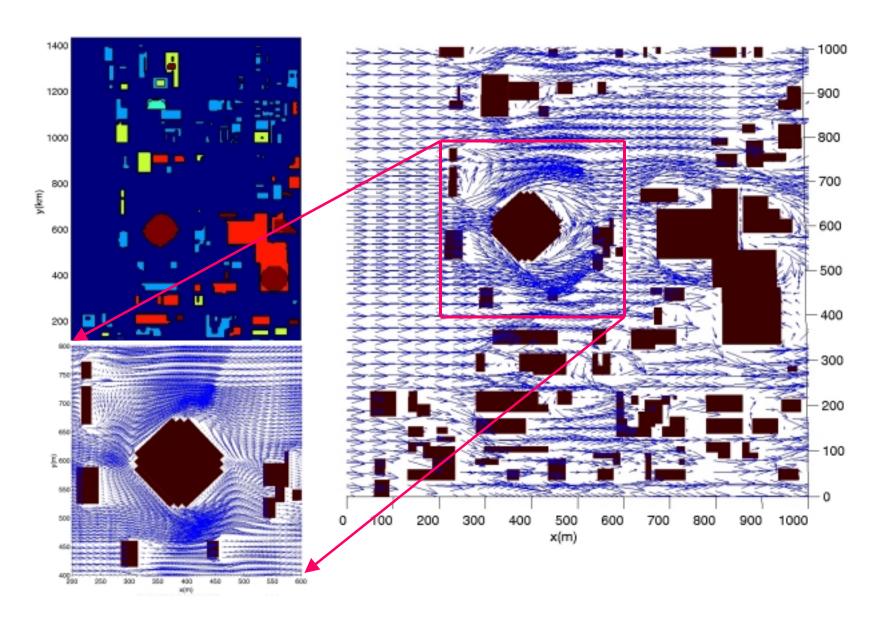
- Atmospheric conditions:
 - Southeast wind
 - Wind profile taken from HIGRAD calculation
 - Neutral stability
- Graded finite element mesh:
 - Building locations from satellite photos (heights from shadows)
 - Domain size 2.4 km x 2 km x 300 m
 - Grid size 1.2 million grid points
 (200 x 148 x 40)
 - Minimum grid resolution 2 m
- Release scenario:
 - Instantaneous surface releases
 - 3 downtown locations





WE ARE DEVELOPING A GRID NESTING CAPABILITY IN SUPPORT OF CBNP's SALT LAKE CITY FIELD EXPERIMENTS

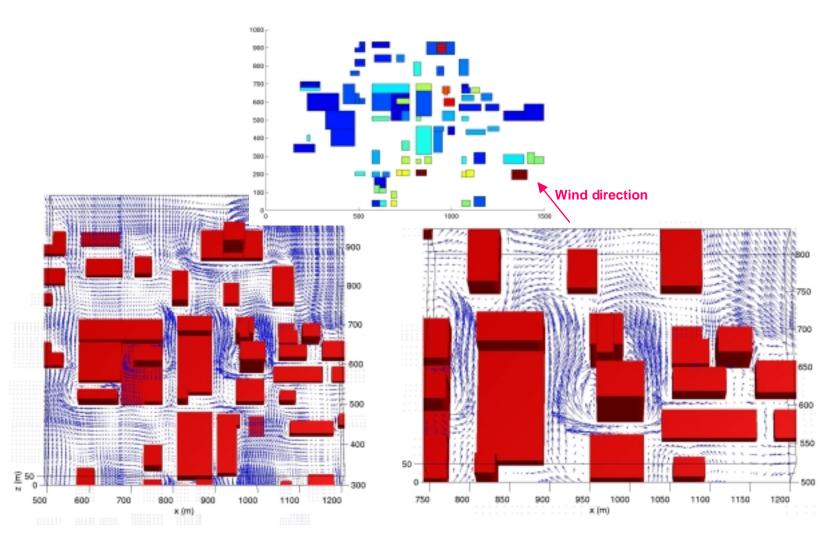






HORIZONTAL CROSS-SECTIONS OF THE WIND FIELD AT 10 m ABOVE SURFACE





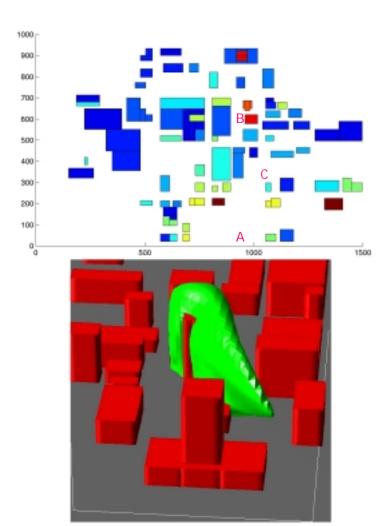
Wind pattern around downtown office complex

Close-in wind pattern around office towers

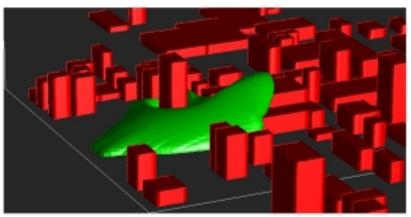


DISPERSION PATTERNS FOR SURFACE RELEASES AT VARIOUS DOWNTOWN LOCATIONS AT 300s AFTER RELEASE

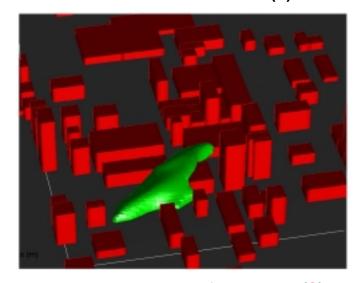




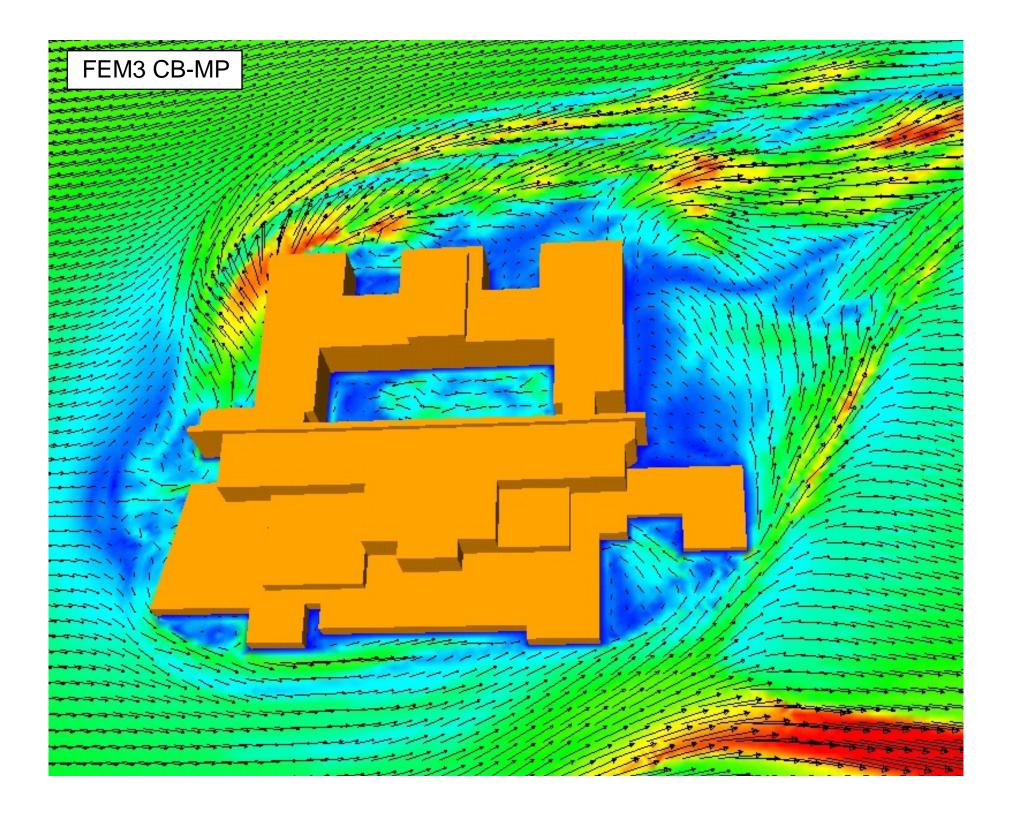
Release in front of Mormon office tower (B)



Release south of downtown (A)



Release southeast of downtown (C)

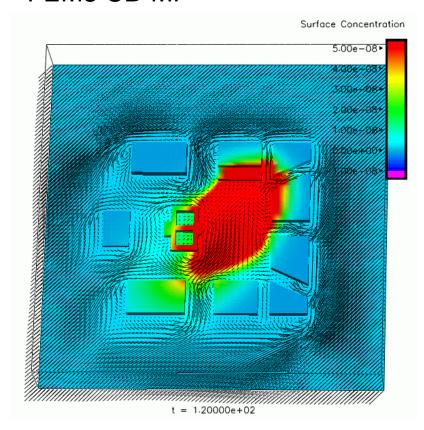


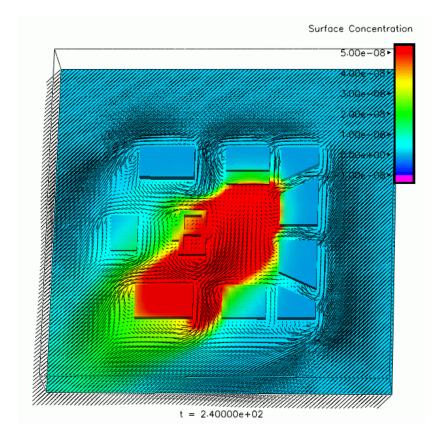


BUILDING SCALE DISPERSION SIMULATION



FEM3 CB-MP





Surface concentration pattern at t = 120 s

Surface concentration pattern at t = 240 s